

KUNG-FU MASTER™

*For the Atari® 2600™
and Compatible Systems*

Martial Artist's Guide

ACTIVISION®

One Goal, Many Levels

The lovely Princess Victoria is being held captive in the Evil Wizard's temple. As the Kung-Fu Master, you're the only one powerful enough to rescue her.

The temple itself wouldn't pose that much of a problem. Except that it has five different levels. And each one is crawling with a tireless army of enemies.

Using your superb martial arts skills, you'll have to oust henchmen, knife-throwers, dragons, and a slew of other not-very-nice types.

If you manage to clean out everybody on a level, you'll automatically go to the next level. And your energy meter and timer will be reset.

Once you succeed in rescuing Princess Victoria, you'll be sent back down to the first floor for more kicking and punching and jumping. Only this time things will happen even faster and more furiously.

Start-Up

1. Make sure that the power switch on your game system is **OFF**.
2. Insert the *Kung-Fu Master* cartridge as described in your game system owner's guide.
3. Turn the power switch to **ON**.
4. To begin play for a 1-player game, press the **GAME RESET** lever. To begin play for a 2-player game, press the **GAME SELECT** lever, then the **GAME RESET** lever.

What's on the Screen

In the upper left quarter of the screen you'll notice some numbers and bars. Here's what's what:

Timer

The first number—the one that keeps getting smaller—is your timer. When it reaches 200, a warning will sound to let you know that time's running out. And when the timer reaches zero, you lose your life.

Lives

The number off to the right a bit (it starts at 3) is the number of lives you have left.

Score

The lower number—the one that keeps increasing (you hope)—is your score. You earn points for destroying each opponent—unless you let him get too close before you punch or kick him.

Your Energy Bar

The first bar, labeled **PLAYER**, indicates your energy level. When it runs out, so does your life.

Enemy Energy Bar

The second bar, labeled **ENEMY**, is the energy meter for the final opponent in each level. You must deplete all of his energy to be able to go on to the next level.

NOTE on two-player games: In a two-player game, play alternates whenever a player loses a life. The second player's timer, score, and energy bar replace those of the first player, and so on. If one player loses all his lives, the other player continues without interruption until the game is over.

One Friend, Many Enemies

Princess Victoria is your only friend in this treacherous temple. Everyone else—and everything else—is out to get you. Some of your enemies demonstrate their power in numbers. Others sport some nasty weapons. While still others—like the snakes—are completely indestructible.

You'll quickly learn the ins and outs of doing in your various opponents. Each type requires special handling. Here's a hint or two on how to handle them, just to get you started.

Henchmen. They're not that much of a threat for a Kung-Fu Master like you. One punch or kick should do it. Problem is, there's so many of them. And they come at you from both sides. Plus, they'll try to hold on to you and drain your energy.

Knife-throwers. Duck or jump to avoid their knives. And use two punches or kicks to knock these guys out of the game.

Midgets. These tumbling attackers approach you from either side. Sometimes it's best to get them with a low punch or kick.

Dragon balls. Inside each of these innocent-looking falling balls is a fire-breathing dragon, just waiting to singe your ghi off. Destroy the ball before it hits the ground using a single kick. Or duke it out with the dragon with punches or kicks.

Snake baskets. Like the dragons, these vile creatures fall from the sky disguised. Only these guys are hidden in baskets. Smash the baskets before they hit the ground. Or stay away from the scurrying snakes inside. Best to jump over them if you have to.

Killer moths. They'll fly around annoyingly, trying to sting you. Sting them first with a well-placed punch or kick.

The Five Biggies. At the end of each level there's one guy who's bigger and badder than all the others. He can't exactly kill you with one blow, but each of his hits will put a big dent in your energy level. So

if your energy is already low when you meet him, you could be in big trouble.

Here's who's who on each level:

Level 1—The Fist Fighter

Level 2—The Boomerang Thrower

Level 3—The Giant Kicker

Level 4—The Lightning Magician

Level 5—The Gang Master

Total Control

As an experienced Kung-Fu Master, you have total control of your every move, every punch, every kick. The key is knowing when and where to use each element of your martial artistry. The following instructions outline precisely what you need to do to execute each move:

To move right or left, move the joystick right or left.

To jump, push the joystick forward.

To squat, pull the joystick back.

To kick high, move the joystick to the right or left and press the button.

To kick low, pull the joystick back and press the button.

To punch high, push the joystick diagonally forward to the right or left and press the button.

To punch low, pull the joystick diagonally back to the right or left and press the button.

To break a Henchman's hold, jiggle the joystick rapidly from side to side.

Earning Points and Extra Lives

You'll earn points for defeating your enemies. Some enemies are worth more points than others.

Any time left over at the end of a level is multiplied by 10 and added to your score. And any energy left over at the end of a level is multiplied by 100 and added to your score.

Here's what earns what:

ENEMY	POINTS PER KICK	POINTS PER PUNCH
Henchman	100	200
Knife Thrower	500	800
Midgets	200	300
Dragon Ball	2000	2000
Killer Moths	500	600
Fist Fighter	2000	2000
Boomerang Thrower	3000	3000
Giant Kicker	3000	3000
Lightning Magician	5000	5000
Gang Master	10,000	10,000

New Lives

You'll be awarded an extra life at 75,000 points.

A Few Hints

- Don't use punches and kicks randomly. A true martial artist knows when to apply them at just the right moment.
- Try to figure out which type of blow works best against which opponents. Most of them have certain weak spots.
- Don't try to battle the snake—just stay out of its way.
- Remember: no one opponent can kill you outright. But they all rob you of energy. So if an opponent happens to hit you just when your energy level is low enough, he may end up killing you.
- Keep a close eye on the timer. When it runs out, so does your life.

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Activision, Inc.
3885 Bohannon Drive
Menlo Park, CA 94025

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AG-039-03